

Don't miss these other cool assets brought to you by **kronnect**



**BEAUTIFY 2** is an acclaimed full-screen image processing effect that **improves the image quality in real time producing incredibly crisp and vivid scenes**. Compatible with built-in, LWRP and URP pipelines. In addition to this unique image enhancement filter, you will find in Beautify additional effects like high quality Bloom, dirty lens effect, vignetting, night & thermal vision and more!

**Get it on the Asset Store:**

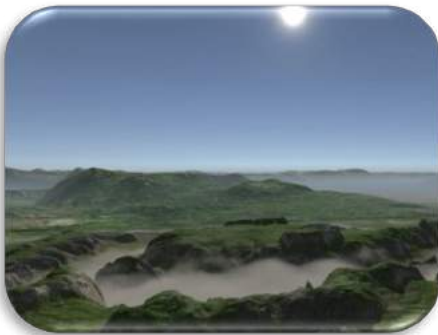
<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/beautify-61730?aid=1101Gsd>



**DYNAMIC FOG & MIST 2** is a full-screen image effect that adds live, moving Fog, Mist and Sky Haze to your scenes making them less dull and boring. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/dynamic-fog-mist-48200?aid=1101Gsd>



**VOLUMETRIC FOG & MIST 2** is the enhanced version of **Dynamic Fog & Mist (which is also included in the package)** and has been designed to provide a better-looking fog and **cloud formations with support of lighting and glow effects**. Compatible with built-in and URP pipelines.

It's feature-rich with options like fog of war, Sun tracking, better transparent and sprite support, sun shafts and more.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/volumetric-fog-mist-49858?aid=1101Gsd>



**WORLD POLITICAL MAP SERIES** is a collection of professional mapping assets for Unity (2D and Globe Editions). Used by many companies and agencies across the world to visualize data, resources, interact with the user, etc. Compatible with built-in and URP pipelines.

**Get it on the Asset Store (Globe Edition):**

<https://assetstore.unity.com/packages/tools/gui/world-map-globe-edition-41890?aid=1101|Gsd>

**Get it on the Asset Store (2D Edition):**

<https://assetstore.unity.com/packages/tools/gui/world-map-2d-edition-43180?aid=1101|Gsd>



**WORLD MAP STRATEGY KIT 2** is a complete framework for building AAA strategy games, including all world countries and provinces, +7000 cities, cool 3D PBS dynamic viewport for map, hexagonal grid, pathfinding, real elevation, and much more.

Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/templates/systems/world-map-strategy-kit-55121?aid=1101|Gsd>



**WORLD MAPS PRO BUNDLE 2** is our most complete and professional suite of maps for Unity platform for the best price.

Compatible with built-in and URP pipelines.

This bundle contains:

- World Political Map Globe Edition
- World Political Map 2D Edition
- World Map Strategy Kit
- World Flags and Weather Icons

**Purchase this bundle and save \$\$\$!**

<https://assetstore.unity.com/packages/tools/gui/world-maps-pro-bundle-80125?aid=1101|Gsd>



**SHINY SSRR** is our Screen Space Raytraced Reflections solution optimized for both forward and deferred rendering path. As with Beautify, this effect gives an instant boost to your scene by making light bounce on shiny surfaces, casting gorgeous reflections on all kind of reflective surfaces.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/slug/188638?aid=1101Gsd>



**SKYBOX PLUS** is an artist-driven replacement for Unity default skybox. Includes a lovely blend of procedural haze and hand-drawn clouds which mimic the style of Studio Ghibli. Supports full day/night transition with moon, stars, several cloud layers with custom animation and lot of customization options.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-plus-182966?aid=1101Gsd>



**VOLUMETRIC LIGHTS** is a powerful asset to add scattering effect to any number of Unity lights. Supports spot, point and area light types. Directional lights are also supported for localized areas. Includes advanced options like dust lit particles and shadow occlusion. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/volumetric-lights-164149?aid=1101Gsd>



**COMPASS NAVIGATOR PRO** adds a “Skyrim”-like compass bar to your UI, including smooth fade in/out, various bar designs, +11 icons in two variations (+22 icons) and nice features like minimap and beam lights! Compatible with all render pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/gui/compass-navigator-pro-59519?aid=1101|Gsd>



**X-FRAME FPS ACCELERATOR** provides you extra frames per second in your mobile games (iOS and Android). It takes advantage of the huge screen resolution of these devices to sacrifice some pixels in Exchange of performance with flexible and dynamic quality options. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/camera/x-frame-fps-accelerator-63965?aid=1101|Gsd>

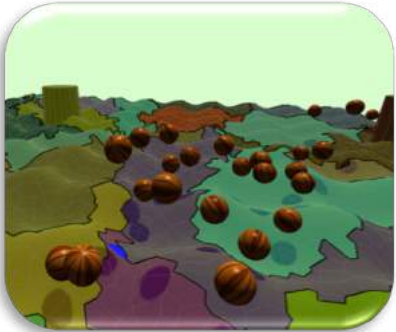


**SHADER CONTROL** is a tiny but powerful tool that will allow you to identify and manage shader keywords usage in your project, taking more control over the build size and compilation time. Compatible with all render pipelines.

Quickly locates and helps you disable keywords not needed, learn about the shaders used in your project and their keywords!

**Get it on the Asset Store:**

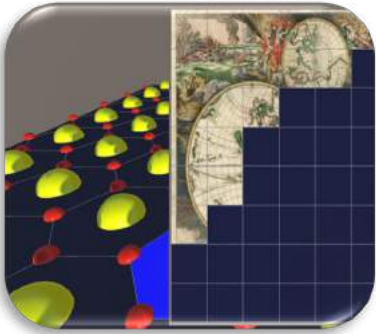
<https://assetstore.unity.com/packages/vfx/shaders/shader-control-74817?aid=1101|Gsd>



**TERRAIN GRID SYSTEM** is an advanced grid generator and territory/cell highlighter/fader for both **Terrain and 2D grids**. Compatible with all render pipelines. It can generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible position options.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/terrain/terrain-grid-system-47215?aid=1101|Gsd>



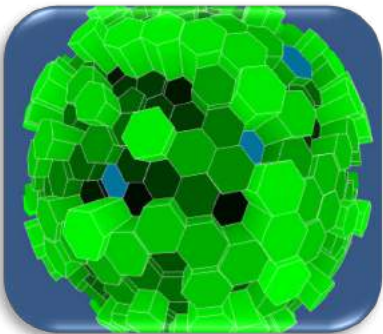
**GRIDS 2D** is similar to Terrain Grid System but only for flat 2D grids. It's fast, convenient and easy to use.

Compatible with all render pipelines.

It can also generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible API to integrate with your game.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/sprite-management/grids-2d-59981?aid=1101|Gsd>



**HEXASPHERE GRID SYSTEM** leverages shader technologies like texture arrays and geometry shaders to render hundreds of thousands of interactive and customizable tiles in a spherical/hexagonal grid.

Fully interactive, with VR support and super-fast. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/modeling/hexasphere-grid-system-89112?aid=1101|Gsd>





**TUNNEL FX 2** is a full-screen post image effect that creates stunning, colorful 3D animated tunnels. It does not create any real tunnel but just draw the tunnel as a post-effect behind any geometry or UI. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/tunnel-fx-68564?aid=1101Gsd>



**GLOBAL SNOW** renders your existing scene into a winter landscape with a couple of clicks. Just add a single script to your camera and customize the results. Supports relief mapping for realistic snow effect + human footprints + terrain marks with automatic collision detection and more!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/global-snow-79795?aid=1101Gsd>



**HIGHLIGHT PLUS** adds outline, glow and see-through effects to any 3D object in the scene. It's performant and designed for all platforms, including standard and URP rendering pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-134149?aid=1101Gsd>



**VOXEL PLAY** is a procedural, fast environment based on cubes. It leverages highly optimized code, including geometry shaders and texture arrays, to generate beautiful, rich, vast infinite worlds which can be customized and modified in many ways. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/templates/systems/voxel-play-106618?aid=1101IGsd>



**PIRATES OF VOXEL PLAY** is a multiplayer game template built with Mirror and Voxel Play. It's the perfect sample project to learn how to implement multiplayer games using these two frameworks.

Includes animated characters, a fully populated tropical island with 3 biomes, wild beasts, weapons, loots, cute music and sound effects and of course plenty of commented code, documentation and video tutorials!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/slug/189096?aid=1101IGsd>



**LIQUID VOLUME** is a powerful and highly customizable shader that simulates realistic and animated liquid containers. Can be used in 3D scenes and 2D UI (demos included).

Liquid Volume is super easy and fun to use: just add the main script to any primitive (sphere, box, cylinder and similar shape models) to convert it into a liquid container!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/liquid-volume-70992?aid=1101|Gsd>



**LIQUID VOLUME PRO** includes all features of Liquid Volume and adds additional advanced options plus improved compatibility with more platforms.

Among the new options are multiple liquid layers support, miscible liquids, bubbles, better mesh options and full WebGL support!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/liquid-volume-pro-129967?aid=1101|Gsd>





**HIGHLIGHT PLUS 2D** adds outline, glow, see-through and other effects to any sprite in the scene.

It's performant and designed for all platforms, including standard and URP rendering pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-2d-138383?aid=1101lGsd>



**TRAILS FX** renders smooth, mesmerizing trails behind moving objects and characters.

It's performant thanks to the use of GPU instancing and use correct transparency order producing a fascinating effect. Compatible with built-in and URP pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-2d-138383?aid=1101lGsd>



**COLOR STUDIO** is an Editor Extension that allows you to create awesome color palettes and recolor objects, sprites and scenes easily in editor and runtime. Compatible with all render pipelines.

It comes with an interactive color wheel editor and a complete set of tools that let you also export color palettes as LUTs, transform existing textures or specific colors from object materials.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/painting/color-studio-151892?aid=1101lGsd>